

APPENDIX TO THIRD PRELIMINARY AMENDMENT

The text below is marked to show changes made in the Third Preliminary Amendment.

In the Specification:

On page 2, after the heading "Summary of the Invention," replace the first paragraph with the following new paragraph:

--Systems and methods consistent with the present invention allow a player to play a game of chance. The system may include a plurality of game terminals and a central controller connected to each of the plurality of game terminals. Each game terminal may include means for receiving a game choice (e.g., a selection of predetermined numbers, colors, and/or symbols) and a wager amount for a game from a player, means for executing software application programs in response to an externally-generated set of random numbers, means for displaying the result of the game, and means for transmitting game information (e.g., result of the game, the wager amount, player's updated account balance, a game terminal number, a game type code, a game number, a date, and/or a time) to the central controller on a per-game basis. The game terminal may further include means for receiving player identification information from the player. [In addition, game terminals may or may not accept coins or bills.]--

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In the Claims:

Please amend claims 53, 67, 80, 87, 93, 106, 112, 119, 122, 145, 147, 149, 150, and 155 as follows:

53. (Twice Amended) A gaming system, comprising:

a plurality of game terminals, each game terminal including

means for receiving a wager amount for a game from a player,

means for executing an application program in response to an externally-generated random number, *prior argument - to determine result*

means for displaying the result of the game, and

means for transmitting game information for each game for which the wager amount was received; and

a central controller, connected to each of the plurality of game terminals, and including

means for receiving, from the game terminals, the transmitted game information for each game for which the wager amount was received; and

means for adjusting player account information after each game for which a wager amount was received.

67. (Twice Amended) A gaming system, comprising:

a plurality of game terminals, each game terminal including

means for receiving a game choice and a wager amount for a game from a player,

means for executing an application program in response to an externally-generated random number,

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means for displaying the result of the game, and

means for transmitting game information on a per-game basis [for each game for which the wager amount was received]; and

a central controller, connected to each of the plurality of game terminals, and including

means for receiving, from the game terminals, the transmitted game information for each game for which the wager amount was received, and

means for adjusting player account information of the player after each game according to the result of the game for which the wager amount was received.

80. (Twice Amended) A method of operating games in a system that includes a plurality of game terminals and a central controller for storing a player account balance, the method comprising:

receiving, at one of the plurality of game terminals, a game choice and a wager amount for a game, from a player;

executing an application program at one of the plurality of game terminals in response to an externally-generated random number,

displaying the result of the game; and

transmitting, by one of the plurality of game terminals, game information to the central controller on a per-game basis [each time a wager amount is received] to enable the central controller to adjust the player account balance on a per-game basis.

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87. (Twice Amended) A method of operating games in a system that includes a plurality of game terminals and a central controller, the method comprising:

receiving, at one of the plurality of game terminals, a game choice and a wager amount for a game, from a player;

executing an application program at one of the plurality of game terminals in response to an externally-generated random number;

displaying the result of the game;

transmitting, by one of the plurality of game terminals, game information to the central controller on a per-game basis [for each game for which the wager amount was received]; and

adjusting, by the central controller, player account information of the player on a per-game basis.

93. (Twice Amended) A game terminal for a gaming system that includes a central controller, the game terminal comprising:

means for receiving a game choice and a wager amount for a game from a player;

means for executing an application program in response to an externally-generated random number;

means for displaying the result of the game; and

means for transmitting game information to the central controller each time a wager amount is received.

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106. (Twice Amended) A central controller for a gaming system that includes a plurality of game terminals, wherein the game terminals execute application programs in response to an externally-generated random number, the central controller comprising:

means for storing a player account balance for a player;

means for receiving, from a game terminal, game information every time a wager amount is received by the game terminal; and

means for adjusting the player account balance on a per-game basis.

112. (Twice Amended) A method of operating games in a system that includes a plurality of game terminals and a central controller, wherein the game terminals execute application programs in response to an externally-generated random number, the method comprising:

communicating with each of the plurality of game terminals;

receiving game information from the game terminals for each game for which a wager amount was received by the game terminals, the game information including the wager amount; and

adjusting player account information on a per-game basis.

119. (Twice Amended) A computer-readable medium containing instructions for causing a computer to perform a method of operating games in a system that includes a plurality of game terminals and a central controller, wherein the game terminals execute application programs in response to an externally-generated random number, the method comprising:

communicating with each of the plurality of game terminals; and

receiving, at the central controller, game information from the game terminals for each game for which a wager amount was received by the game terminals, the game information including the wager amount; and

adjusting player account information on a per-game basis.

122. (Twice Amended) A computer-readable medium containing instructions for causing a computer to perform a method of operating games in a system that includes a plurality of game terminals and a central controller, wherein the game terminals execute application programs in response to an externally-generated random number, the method comprising:

communicating with each of the plurality of game terminals;

receiving, at the central controller, game information from the game terminals each time a wager amount is received by the game terminals; and

adjusting, at the central controller, player account information according to the result of the game for which the wager amount was received.

145. (Amended) A central controller for a gaming system that includes a plurality of game terminals, wherein the game terminals execute application programs in response to an externally-generated random number, the central controller comprising:

a database to store player account balances for a plurality of players;

an interface to receive, from the plurality of game terminals, game information each time a wager amount is received by a game terminal; and

a processor for adjusting the player account balances after each game for which a wager amount is received by the game terminals.

147. (Amended) A method of operating games in a system that includes a plurality of game terminals connected to a central controller, wherein the game terminals execute application programs in response to an externally-generated random number, the method comprising:

storing player account balances for a plurality of players;

receiving, from the plurality of game terminals, game information every time a wager amount is received by the game terminal; and

adjusting a player account balance after each game for which a wager amount is received by the game terminals.

149. (Amended) A gaming system comprising:

a plurality of game terminals that execute application programs in response to an externally-generated random number; and

a central computer, connected to each of the plurality of game terminals, and including

a database for storing player account information for a plurality of players, and

a processor for updating player account information on a per-game basis.

150. (Amended) A game terminal for a gaming system that includes a central controller for storing player account information for a plurality of players, the game terminal comprising:

an input device to receive a wager amount for a game from the player;

an application program to execute in response to an externally-generated random number;
a display to display the result of the game; and
an interface to send, to the central controller, game information each time a wager amount is received by the input device to enable the central controller to update player account information on a per-game basis.

155. (Amended) A central controller for a gaming system that includes a plurality of game terminals, wherein the game terminals execute application programs in response to an externally-generated random number, the central controller comprising:

a database to store player account balances for a plurality of players;
an interface to receive, from the plurality of game terminals, game information on a per-game basis; and
a processor to adjust a player account balance on a per-game basis.